

ABSTRACT

A method and apparatus is provided, in which a gaming server 11 is responsible for accounting, game play, and payouts, while the game console 12 is primarily responsible for presenting the user interface. In the general case, communication delays are eliminated by generating game outcomes locally to the console which will be used to determine game
5 outcome to the console prior to the player making their selection. The random numbers used to generate game outcomes are generated in a highly secure device and cannot be used to determine the correct choice of player selection or influence the game outcome. When the player makes a selection the random numbers are already available to the console and the game outcome can be determined and displayed immediately, independent of communication
10 delays.